

Figure 1

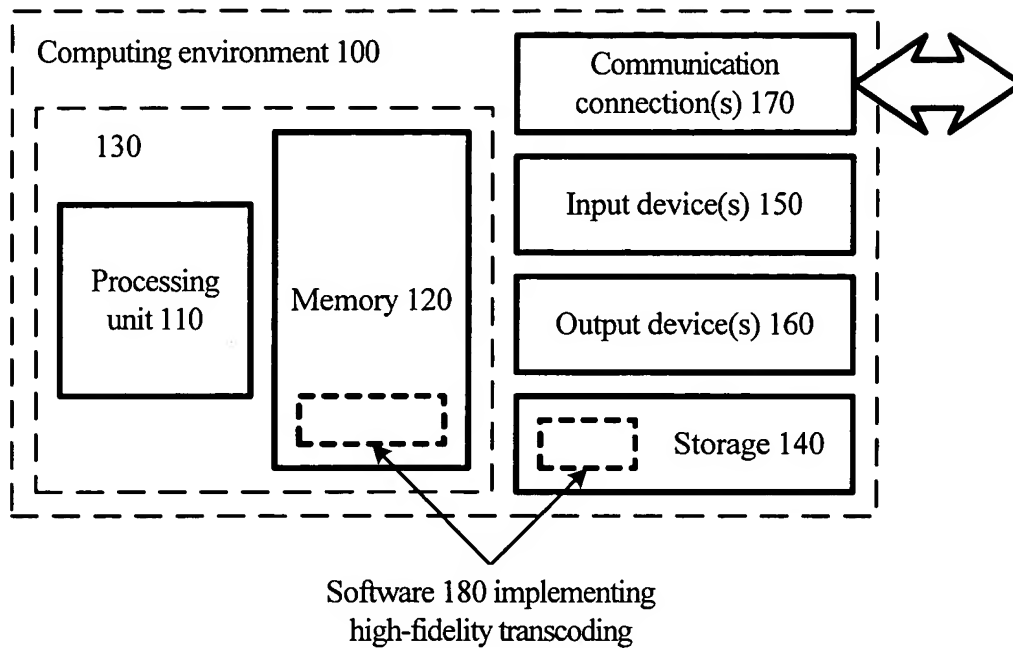


Figure 2

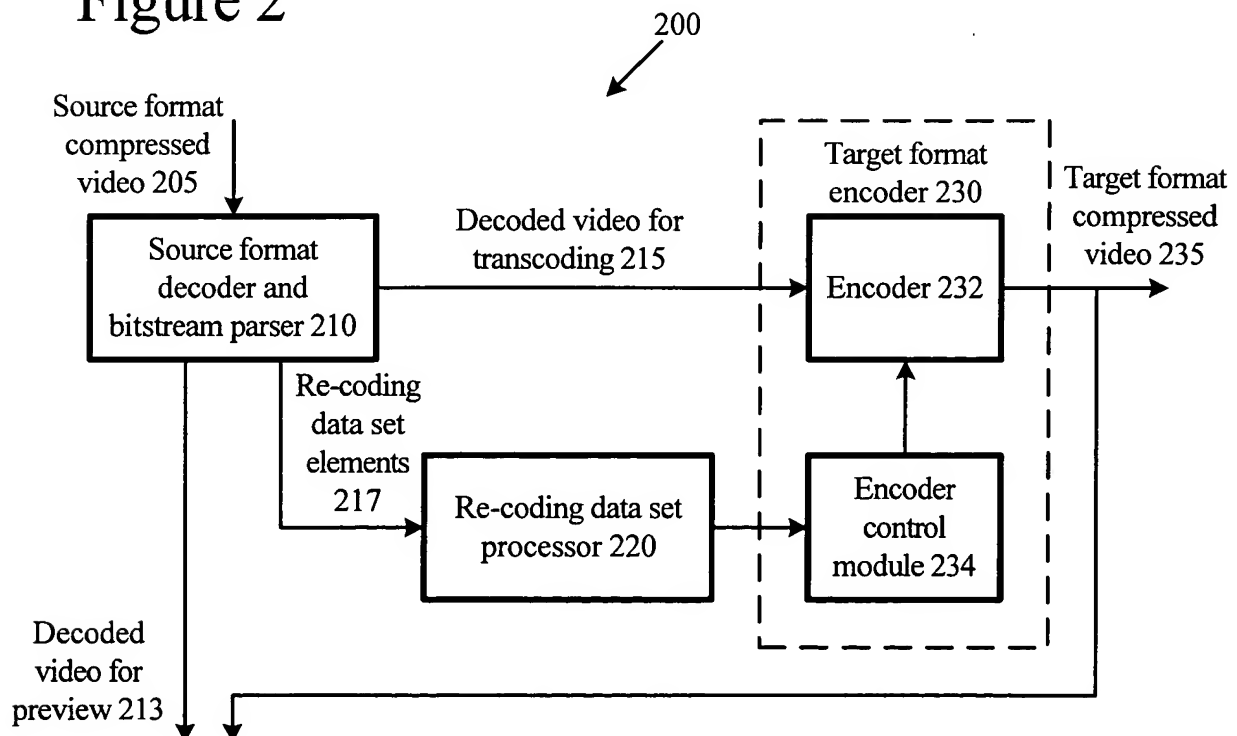


Figure 3

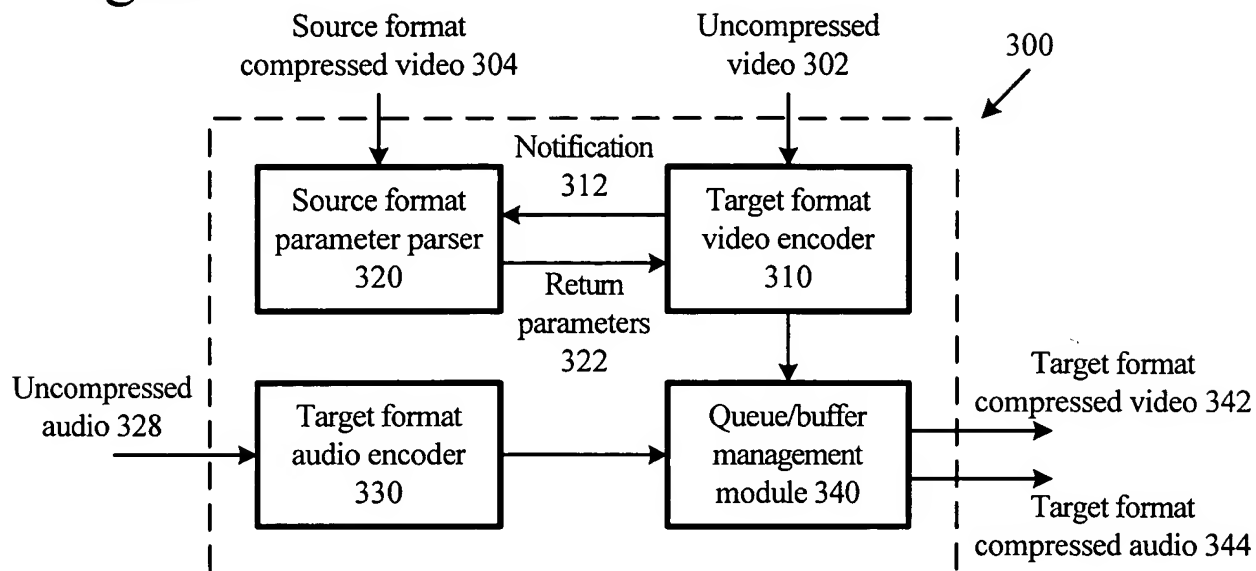


Figure 4

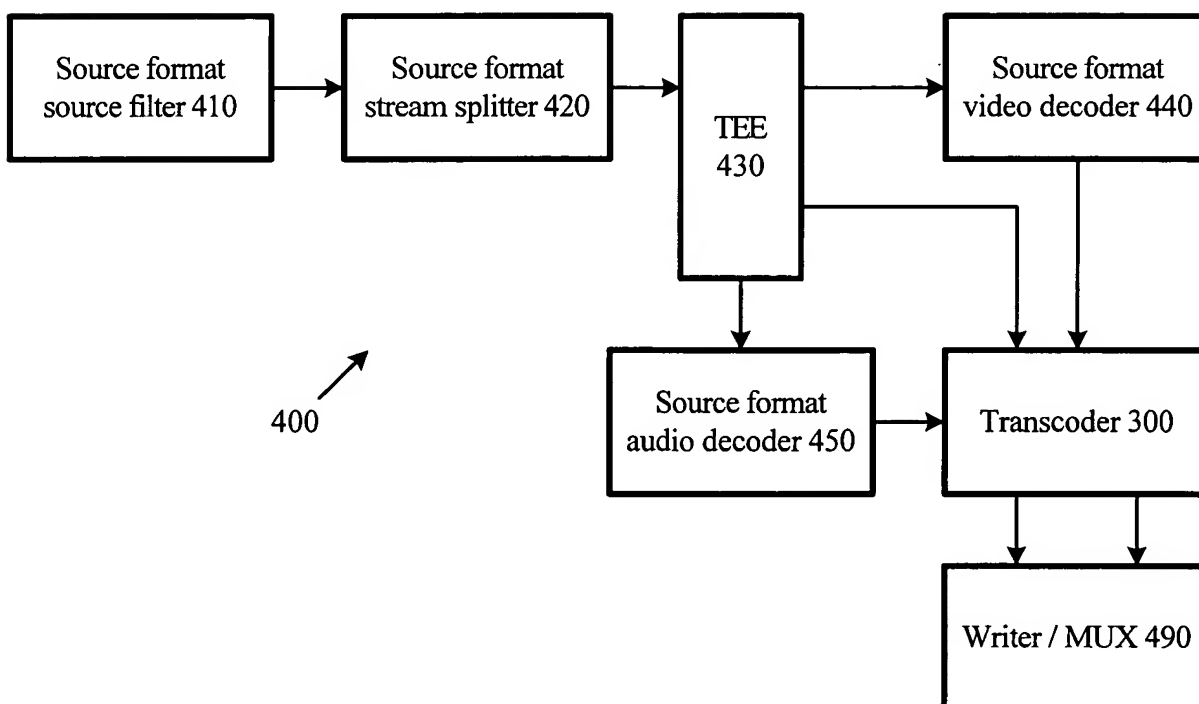


Figure 5

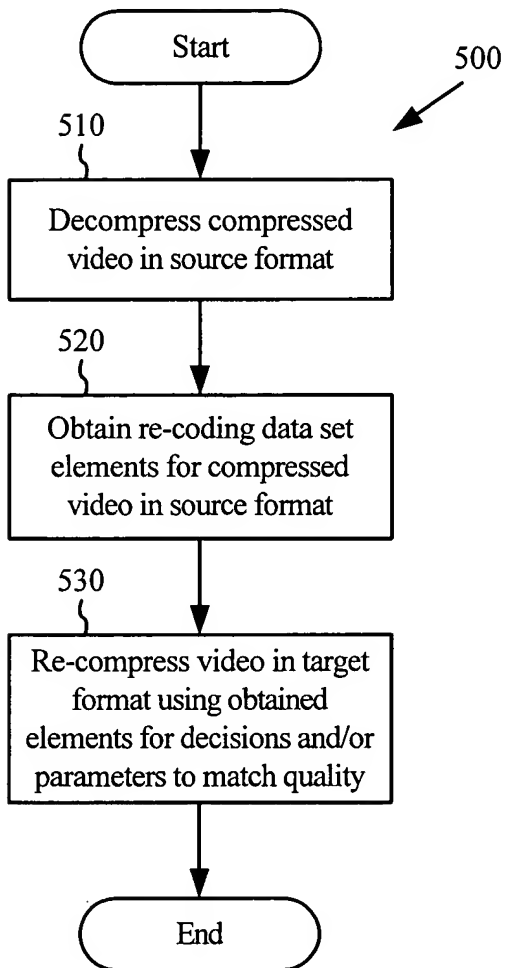


Figure 6

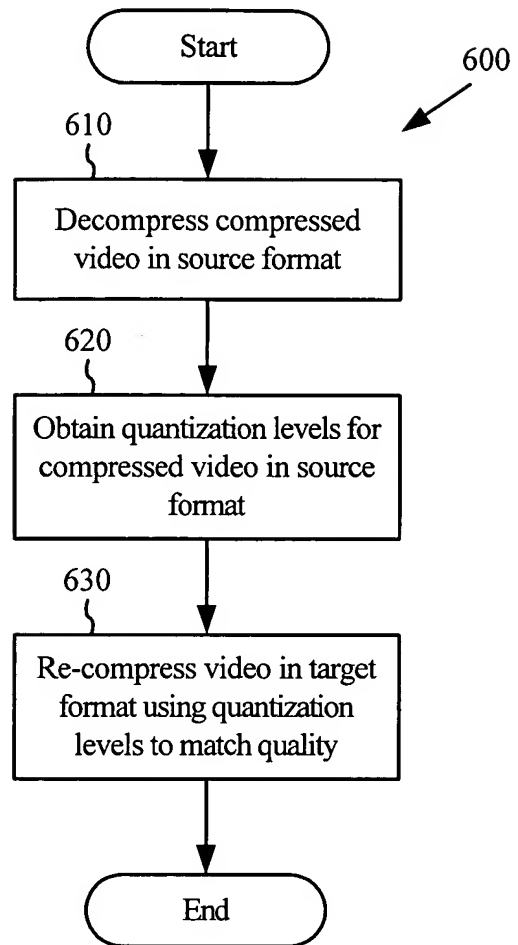


Figure 7

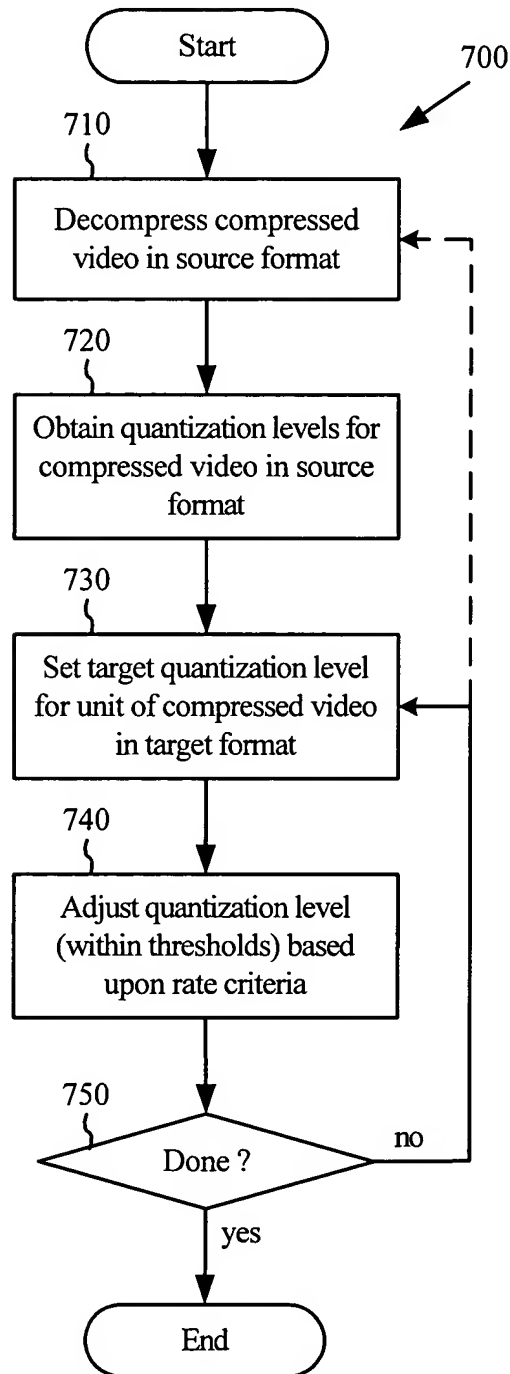


Figure 8

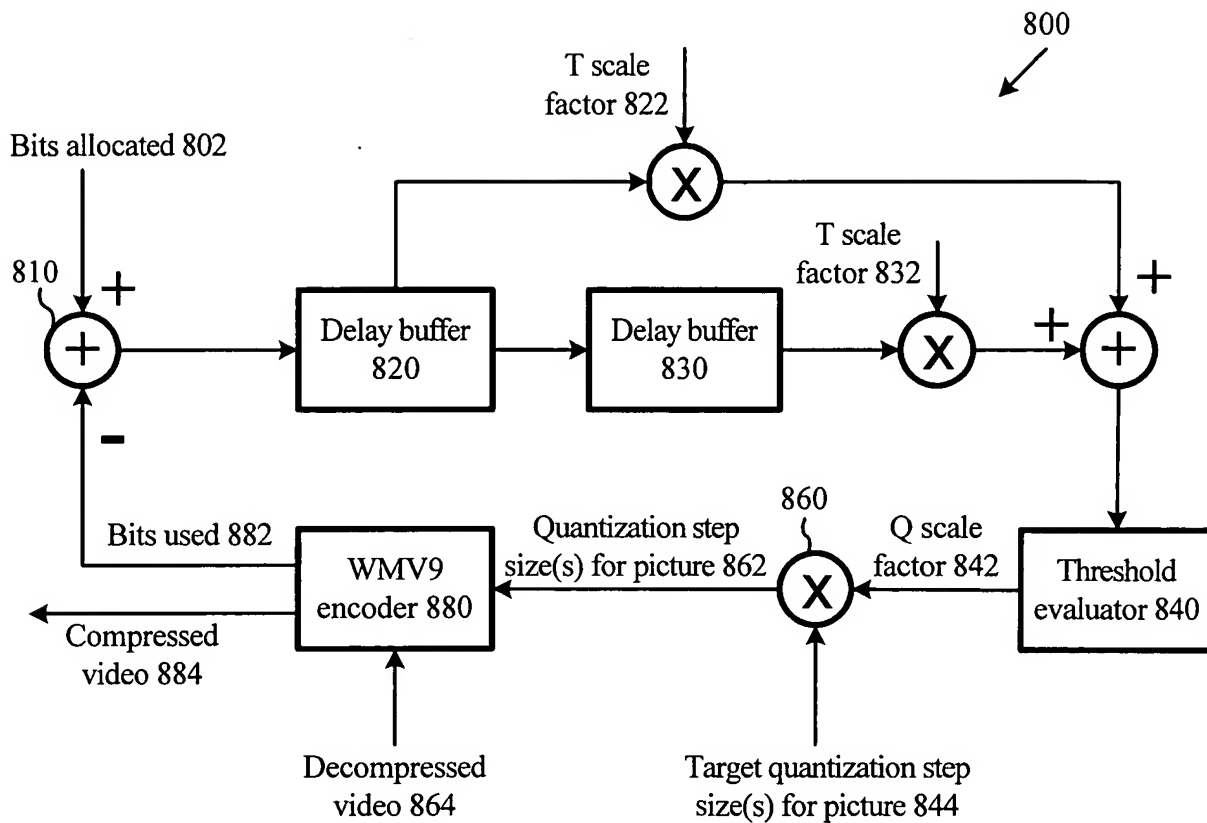


Figure 9

```

g_nCurrentBufferLevel += *((int*) pIncomingParameter);
g_nCurrentBufferLevel -= g_nAvgBPF;
if (g_nCurrentBufferLevel < 0) g_nCurrentBufferLevel = 0;
if (g_nCurrentBufferLevel > g_nMaxBufSize) g_nCurrentBufferLevel =
g_nMaxBufSize;
nBufferFraction = (float) g_nCurrentBufferLevel / (float) g_nMaxBufSize;
g_nQPAdjust = ADJUST_SCALE * (nBufferFraction) - 0.5*ADJUST_SCALE;
    
```